WARHAMMER 40,000 KILL TEAM

IMPERIAL NAVY BREACHER 💀

UPDATE 1.2

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

KILL TEAM: INTO THE DARK

Page 40, Navis Axejack
Change the power weapon from a ranged weapon to a melee weapon.

Page 41, Navis Endurant, Breachwall ability
Change the relevant part of the final sentence to read:
'unless the enemy operative is at least ◯ higher than it.'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: INTO THE DARK

*Q: If an operative is under the effects of a rule that prevents it from activating and/or treats it as having a Group Activation characteristic of 1 (e.g. Omni-scrambler ability, **PHOBOS STRIKE TEAM**), can I still use the Breach and Clear ability to activate that operative?*
A: No.

Q: When an operative makes multiple shooting attacks from one **Shoot** *action (e.g. Blast), does the Blitz Tactical Ploy apply to all the shooting attacks from that one action, or just the first one?*
A: All of them.

Q: When a **NAVIS GHEISTSKULL** *operative is incapacitated as a result of the* **NAVIS VOID-JAMMER***'s Detonate special rule, do the* **NAVIS GHIESTSKULL***'s remaining wounds count as being lost, in particular for Tac Ops and mission objectives that require this (e.g. Calculated Eradication,* **HUNTER CLADE**)*?*
A: Yes.

*Q: When making a shooting attack with the **VOID-JAMMER***'s gheistskull detonator against each operative within ◯ of a friendly* **NAVIS GHEISTSKULL***, can those operatives be in Cover?*
A: No.